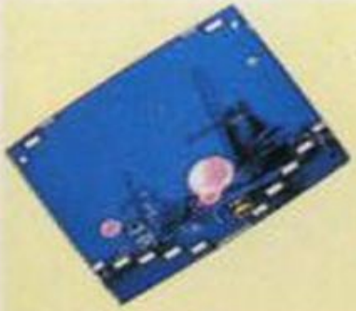


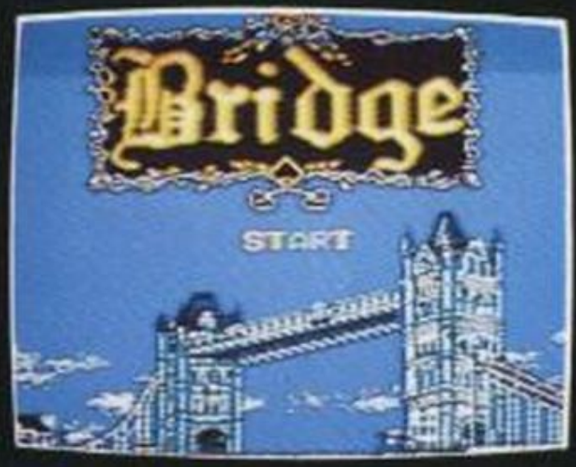
SUPER PANG II

SACHEN®

TC-022

NEW GAME 1992

TC-025



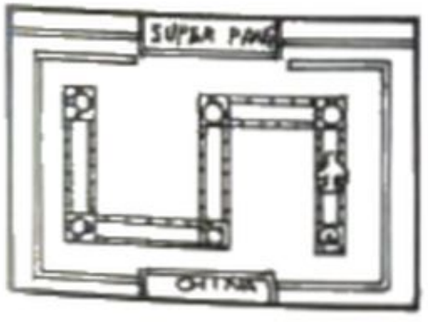
TC-024

TC-023

Super Pang II. CONTROL SUMMARY

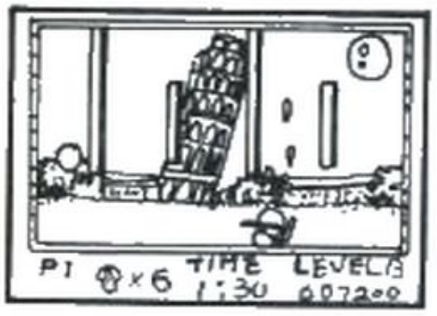
Title Page:

Up and down arrows	Players Mode - one or two players
Start Button	Enter to the map.



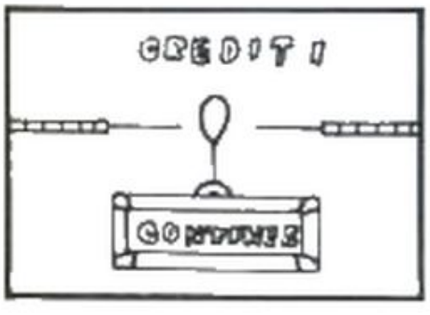
Map page:

the point you start with ... (the landscape/ country)



Game Page:

Left & Right Arrows	Move Danny or David in the indicated direction
Button A	Push button A to fire.
Start Button	Pause tne game or continue the game



Level Connection Page	When game over, push Button A to continue the level (push button A within 10 seconds before the balloon broken.)

SUPER PANG II.

Thank you for selecting the cartridge of Thin Chen Ent.,Co. Please read this instruction carefully to ensure proper handling of your new game, and save the booklet for future reference.

CONTENTS

I. PRECAUTIONS

II. INTRODUCTION

III. GAME CONTROL

IV. HOW TO PLAY THE GAME

V. SPECIAL ITEMS

I. PRECAUTIONS

1) Store at room temperature. Do not subject to environmental extremes.

2) Always ensure that power is off before inserting or removing the cartridge from the Nintendo® system.

3) Keep contacts clean (do not touch them and store the cartridge in its box when not in use).

4) Do not try to open or disassemble the cartridge.

5) Do not sit too close to your television.

6) Do not clean the cartridge with chemical agents.

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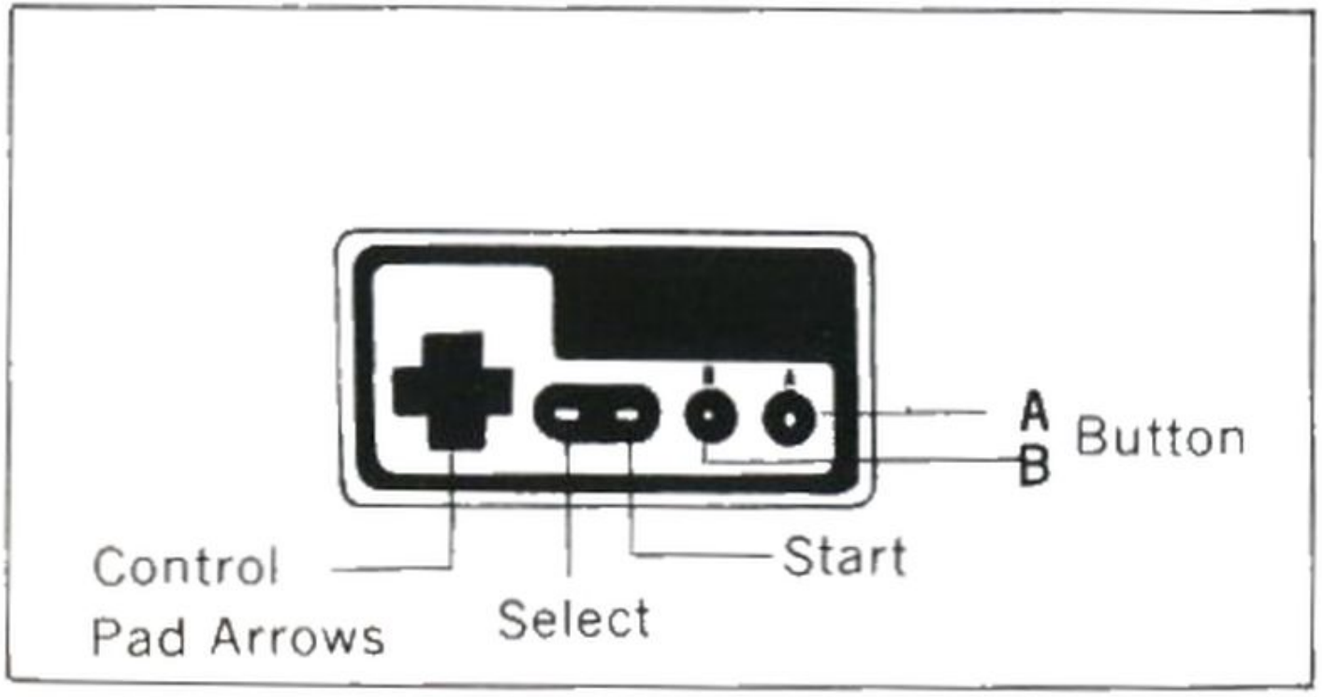
II. INTRODUCTION

Have you ever played the "Super Pang I." with Danny and David? If yes, believe you have found a great of joy and excitment from your 1st ball-shooting tournament. Now Danny and David start to practice their skill for attending the 2nd international ball-shooting tournament. Wơn't you like to join with them, more exciting and more joyful contest.

This game is inviting you dance with the evil balloons. Be careful the blocks which you have never seen from the 1st generation "Super Pang". Destroy the blocks besides the balloons as many as you can, and you will obtain the high prize. This time Danny and David will challenge to the game of devil balloons, they need your help. Go ahead! and don't miss it.

III. GAME CONTROL

Left and Right Arrows	Move Danny or David in the indicated direction.
Button A	Push button A to fire
Start Button	Pause the game or continue the game.



IV. HOW TO PLAY THE GAME

1. You should keep shooting all the balls shown on the screen in a limit time (depends on the level), then enter to the next level.
2. Don't let the ball hit Danny (or David), once hit you will lose one Danny (or David).
3. There are 4 sizes of balloons: Big, middle, small and tiny one. When balloon be shot, it will be divided to two balls and become smaller; keep shooting until become to the tiny balls then disappeared.
4. One shot to the balloon, you are scored 100 points; while you get the special item (or weapon), you are scored as 500 points for each. And you will obtain 800 points when you destroy a block.
5. When your score up to 20,000 points, you will get an extra Danny or David.

5. SPECIAL ITEMS

Single Wire -
One shot each fire

Double Wire -
Twice shots each fire

Power Wire -
This wire will be fastened from the top to the bottom for 5 seconds.

Pistol -

Two bullets available

Machine Gun -

Bullets unlimited; continuous shooting

Bomb -

Cause all balloons bombed into tiny balls.

Clock -

Cause all balls stop movement within 5 seconds.

Funnel -

Slow down all balls within 5 seconds

1 up -

Increase one Danny (or David).

Protective Mask -

Save one Life for Danny (or David).

SUPER PANG EVALUATION SHEET

NAME: _____ AGE: _____ SEX: _____

ADDRESS: _____

DATE: _____ / _____ / _____ PHONE #(Optional): ( ) _____ — _____

GRANDING SCALE: 1: WORST 2:BAD 3:AVERAGE 4:GOOD 5:EXCELLENT

1). GAME'S OVERALL ENTERTAINMENT VALUE 1 2 3 4 5

2). COMPARED WITH GAMES THAT YOU PLAY REGULARLY 1 2 3 4 5

3). COMPARED WITH ALL EXISTING GAMES 1 2 3 4 5

4). VARIETY (ENEMIES, WORLDS, TRICKS, WEAPONS) 1 2 3 4 5

5). GRAPHICS (COLOR, DESIGN, ANIMATION) 1 2 3 4 5

6). SOUND EFFECTS (BACKGROUND MUSIC, ANIMATION) 1 2 3 4 5

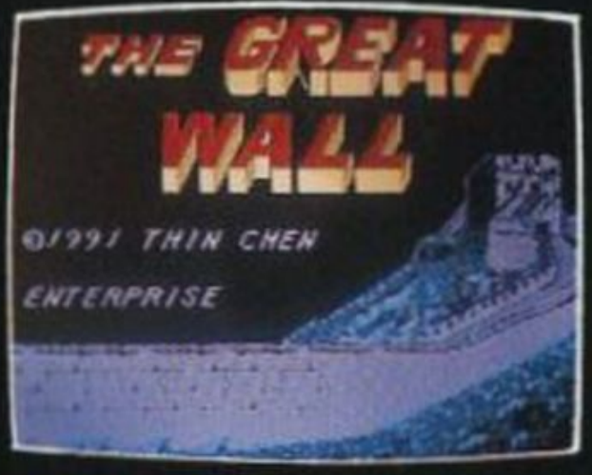
7). DIFFICULTY LEVEL (1:TOO EASY...5: TOO DIFFICULT) 1 2 3 4 5

8). FLAWS OR PROBLEMS (1:NONE...5: TOO MANY)

PLACE
STAMP
HERE

NEW GAME 1992

SA-021



SA-019

SA-018

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